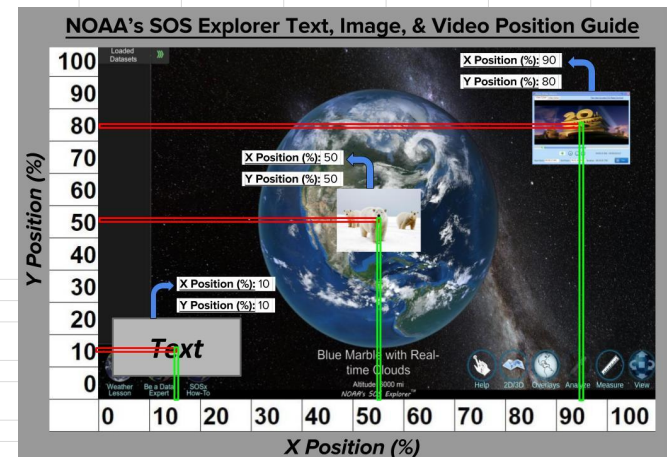
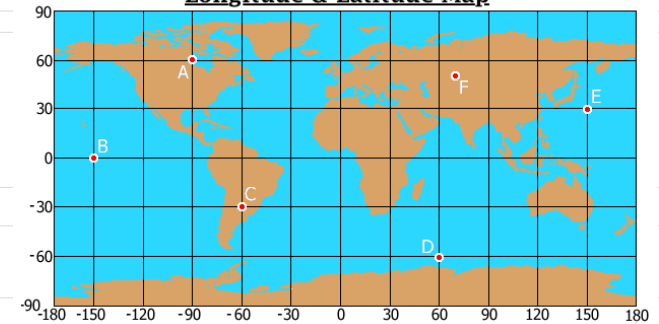


Tour Builder Tasks For SOSx 1.4

Task Tab	Task Name	Description
Camera	FlyTo	<p>Fly the camera to the location given by latitude, longitude, and altitude in miles. To get a better idea of the coordinates of certain areas in the world, use certain websites or go to Tour Builder's 'Help' menu. If 'animated' is true, this task takes a few seconds as the Earth appears to rotate. If 'animated' is false, the camera moves instantaneously to the given coordinates.</p> <p>Longitudes west of Greenwich are negative. For example, -105.27 for Boulder while the longitude of Beijing (east of Greenwich) is 116.41. Minimum altitude is 50 miles. Here is an example of FlyTo for Boulder Colorado at an altitude 500 miles: lat: 40.015, lon: -105.27, altmi: 500</p>
	Reset Camera Zoom Out	This resets the camera to look straight down and zooms out so you can see the entire globe. If the world is in map view, this task is ignored.
	Tilt/Rotate Camera	<p>Tilts and rotates the camera to the given coordinates. This task is really useful for looking at the horizon.</p> <p>If 'animated' is true, this option will animate the tilt/rotation. If 'animated' is false, the world immediately rotates/tilts to the given coordinates.</p>
Dataset	Dataset Animation	Turns dataset animation on or off. This task will animate any currently loaded datasets at the given frames per second (fps)
	Load Dataset	<p>This task loads a dataset. To do this, simply drag this task to the 'Main Tour Timeline', then select the desired dataset from SOSx's large dataset database. This task contains the following options:</p> <p>Title: -The title of the dataset desired ActiveLayer: ? WorldIndex: -If a dataset has more than one global, then this option allows you to display 2-4 globes all at once. Transparency (%): -Sets the percent of transparency of the dataset. The higher the percent, the more transparent the dataset. ShowLegend: -A true or false option that determines if the dataset's legend should be displayed or not. Legend Position X (%): -Determines the X position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder. Legend Position Y (%): -Determines the Y position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder. Legend Width (%): -Determines the Width of the legend. Legend Height (%): -Determines the Height of the legend.</p> <p>If the values for legend percentages are set to -1, SOSx/NEIS will automatically decide where to place the legend and how large it will be. These values are set by default with any dataset.</p>
Environment	Unload All Datasets	Unloads any and all datasets that are currently loaded
	Clouds	If 'on', the latest real-time clouds are displayed over the Earth. If 'off', real-time clouds are not displayed on the Earth
	Day/Night Lighting	If this task is 'on', day/night lighting appears, where part of the dataset is lit to represent day and other parts are covered in a shadow to represent night time. If 'off', the entire dataset is lit up to give a day-like appearance.
	Stars	If this task is 'on', stars are visible in space around the Earth. If 'off', the stars are not visible in the space around the Earth.
	Sun	If this task is 'on', the Sun is visible in space (if the Earth is rotated to the correct position). If 'off', the Sun is not visible in space.
	Earth	If this task is 'on', the Earth is shown. If 'off', the Earth is not shown
	Set View	Sets the number of visible globes that can be visible on the desired screen(s) or projection(s), from a range of 1 to 4. Also it can show a dataset in a map view (flat).
	Set Globe Rotation Rate	Starts rotating the globe (or multiple globes) at the given rate/speed. Valid rates range from 0.0 to 2.0.
Flow	World Border	Shows or hides the world borders lines. This includes any political boundaries between nations plus the 50 states border lines within the United States.
	Load Tour (Editable Copy)	Loads editable copy of another tour (basically merges the other tour/subtour tasks into the current tour at the given location).
	Load Tour (Read-only)	Loads read-only copy of another tour (basically merges the other tour/subtour tasks into the current tour at the given location).
	Loop To Beginning	Should be the last task added to a tour since it loops back to the start of the tour. This is useful if you want a tour to play over and over in a loop (like at a kiosk or an unattended computer at a conference booth).
	Pause For Input	This task pauses the tour until user either clicks the play button, which is located at the bottom left of the user's screen, or hits the space bar on the keyboard.
	Pause Seconds	Pauses the tour for the specified number of seconds. This task is required for all text, video, and image task because it determines how long those medias can be displayed; with out this task, those media will simply not appear.

Longitude & Latitude Map



	Question	<p>Displays a window with a question and multiple choice buttons. Create the jpg or png images yourself using a image editor. The imgQuestionFilename (the image with the questions) and imgAnswerFilename (the image with the answers) should be identical in size (e.g. 1600x900 pixels).</p> <p>The correct answer (given by the zero-based correctAnswerIndex), with further elaboration, is displayed after the user makes his guess. Note that X Position (%) and Y Position (%) are calculated from the center of the image. So, for example, if both values are both 50%, then the center of the image will be in the middle of the screen.</p> <p>For example: ImgQuestionFilename: question1.png ImgAnswerFilename: answer1.png NumberOfAnswers: 5 CorrectAnswerIndex: 2 Width (%): 60 Height (%): 50</p> <p>The question1.png image might have a background image of a star field with the following text within the image:</p> <p>Which of the following is the largest volcano in the solar system? A) Mauna Loa B) Mount Everest C) Olympus Mons D) Volcanus Rex E) Olympus Maximus</p> <p>The corresponding answer1.png might have the same star field background image, plus an image of Olympus Mons in the foreground, along with the following text:</p> <p>Olympus Mons on Mars is the largest known volcano in the solar system and rises 16 miles (25 km) above the surrounding plain. It is much larger than Mauna Loa which rises 6.3 miles (10 km) above the sea floor in Hawaii.</p> <p>The correct answer for this question is "C) Olympus Mons" which is CorrectAnswerIndex=2 (0=A, 1=B, 2=C, 3=D, 4=E)</p>							
Media	Play Audio	Plays an audio clip. If asynchronous is 'false', then task waits until it finishes before advancing to the next task. If asynchronous is 'true', the audio begins playing and the next task begins immediately. The audio file MOST be in a .wav. If you need too convert your audio to a .wav file, use a .wav converter website.							
	Stop Audio	Stops any currently playing audio from playing							
	Play Video	Plays ogv, avi, mp4, or wmv formatted videos.							
		<p>Specify the location of the video with X Position (%) and Y Position (%). Refer to the help menu to better understand how positioning working in Tour Builder.</p> <p>Size (%) determines how large the video is (range from 0 to 100%).</p> <p>If ShowControls is set to True, then video controls (e.g. stop/play/pause) appear by the video, allowing the user to manipulate the video well the tour is active. Refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder</p>							
	Hide Video	Stops any currently playing videos and then hides that video.							
	Show Image	<p>Displays an image at the given screen location. Refer to the help manu to better understand how positioning works in Tour Builder. This task contains the following options:</p> <p>filename: -Here is where you would import the desired image, which must be in JPG.</p> <p>X Position (%): -Determines the X position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder.</p> <p>Y Position (%): -Determines the Y position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder.</p> <p>Width (%): -Determines the width of the image.</p> <p>Height (%): -Determine the height of the image.</p> <p>IsAspectRatioLocked: -When set to true, this utility makes it so that any change to the Width (%) will automatically adjust the Height (%), and vice-versa, to maintain the original aspect ratio of the image.</p> <p>IsDraggable: A true or false option that determines if the image displayed will be draggable by the viewer.</p> <p>IsClosable: A true or false option that determines if the image displayed will be closable by the viewer.</p> <p>IsResizable: A true or false option that determines if the image displayed can be resized or not by the viewer.</p> <p>Displays: Determines which display, used by the computer, will display the image.</p> <p>Caption: Adds text to the displayed image.</p> <p>CaptionPos: Determines the position of the caption, if you add a caption. The position of the caption is limited to the center, left, right, top, or bottom of the screen.</p> <p>CaptionBestFit: A true of false option that determine if Tour Bulder can audio adjust t the position of the caption</p> <p>FontSize: -Determines the size of the font used in the caption.</p> <p>FontColor: -Determines the color of the font used in the caption.</p>							
	Hide Image	Hides the image (if it is visible).							

Resources	Show Popup HTML	<p>Displays a popup HTML window with either the supplied url or with html text. This task contains the following options:</p> <p>Url: <i>-Where the link to the desired website goes.</i> Html: <i><html>My simple web page</html></i> X Position (%): <i>-Determines the X position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder.</i> Y Position (%): <i>-Determines the Y position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder.</i> Width (%): <i>-Determines the width of the image.</i> Height (%): <i>-Determine the height of the image.</i></p> <p>Either Url or Html must be supplied (but not both).</p>							
	Hide Popup HTML	Hides the popup html window (if one is visible).							
	Add Placemark	<p>Adds a placemark icon (similar to Google Maps placemark) at the given latitude, longitude and with the given attributes. For example</p> <p>PlacemarkID: <i>-ID given to the Placemark, this is mainly done to determine which Placemark should be Hide with the Hide Placemark task.</i> Latitude: <i>-Determines the latitude position of the placemark</i> Longitude: <i>-Determines the longitude position of the placemark</i> iconFilename: <i>-This is where you import the desired icon for the placemark, the icon must in in .png format.</i> Name: <i>-Desired name for the Placemark, which will be displayed. Example: CU, Boulder.</i> PopupHTML: <i>Link to desired website for the Placemark.</i> Scale : <i>-Determines the scale of the placemark, the larger the number the larger the Placemark and vise versa</i></p> <p>The placemark iconFilename is required. To get a better idea of the coordinates of certain areas in the world, use certain websites or go to Tour Builder's 'Help' menu.</p>							
	Hide Placemark	Hides a placemark by specifying the ID (name) of the desired Placemark.							
	Add Ground Overlay	Adds a ground overlay image (similar to KML) that is wrapped over part of the Earth within the given Lat-Lon bounding box. For example, you might add a ground overlay image over part of the Pacific ocean to indicate that it is a whale breeding ground. Images can be JPG or PNG. Remember to give this task a unique ground OverlayID.							
	Hide Ground Overlay	Hides the ground overlay with the given groundOverlayID. For example HideGroundOverlay: groundOverlay1							
	Add 360 Media	<p>Adds a bubble (360 degree image or video) to a position on the Earth at the given lat-lon-alt.</p> <p>If multiple 'Add 360 Media' tasks are added to the tour and a 'GroupTitle' is supplied for more than 1 of them, then those media(bubbles) will be grouped together with the following restriction: the bubbles must be reasonably close to each other(within a thousand miles or so).</p> <p>The 'Title' needs to be short and will appear above the 360 Media(bubble) on the globe.</p> <p>The 'Caption' can be a sentence or two and will appear inside the bubble once the user has clicked on it to fly inside.</p> <p>The LookAIX/Y/Z values are rotation angles in degrees and set the camera to look in a certain direction after flying into a bubble.</p> <p>The '360 Media' should point to a 360 degree image (jpg/png/dds) or video clip.</p> <p>If 'AutoFlyTo=True', then the bubble is automatically flown to (option is ignored if this 360 bubble is part of a group).</p>							
	Hide 360 Media	Hides the 360 media bubble for the given bubbleID.							
	Show Info Button	<p>Displays a button on the center right side of display with links to related content. This task contains the following options:</p> <p>infoBtnID: <i>-The ID (name) of the button, which is assigned by Tour Builder, that must be unique so that the tour can work smoothly.</i> type: <i>-Determines weather the link is a video, graph, webpage, image, game or quiz.</i> URL: <i>-The desired URL or a filename of a file within the same directory as the tour.</i> iconFilename: <i>-This is optional, but it givening assigned a JPG image, the Button will appear with a custom icon rather then the default icon from Tour Builder.</i> Caption: <i>-The text below the button and should be kept short.</i></p>							
	Hide Info Button	Hides a button on the center right side of display that was previously created with show Info Button task. For this task to work, 'hidInfoBtn' most have the ID of the button that is wished to be hidden. For example: if you want to hide a button with an ID of infoBtn3, then hidInfoBtn3 must have inforBtn3 written.							
	Hide All Info Buttons	Hides all buttons on the center right side of display that were previously created with the Show Info Button task.							

Text Box	<p>Presents a box, with optional caption text, on the screen. This task contains the following options:</p> <p>Text Box ID: -ID assigned to the Text Box task, this is mainly used to allow the 'Hide Text Box' task to know which Text Box to hide.</p> <p>Caption: -Where you enter the desired text you would like to display in your tour.</p> <p>CaptionPos: -Determines where the caption appear with in the text box, this can be at the center, left, right, top, or bottom part of the text box.</p> <p>CaptionBestFit: -A true or false option that (if true) the FontSize is ignored and the text fills the entire text box.</p> <p>FontSize: -Determines the caption's text's font size.</p> <p>FontColor: -Determines the caption's text's color.</p> <p>IsClosable: -Determine if the user can close a textbox well the tour is running.</p> <p>X Position (%): -Determines the X position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder.</p> <p>Y Position (%): -Determines the Y position of the legend, refer to the 'Help' menu to get a better idea of how positioning works in Tour Builder.</p> <p>Width (%): -Determines the width of the image.</p> <p>Height (%): -Determine the height of the image.</p> <p>ShowBorder: A true or false option that (if true) a rectangle is drawn around the text.</p>							
Hide Text Box	<p>Hides the Text Box with the provided textboxID. For example:</p> <p>HideTextBox: textbox1</p> <p>This hides a text box that was previously created with TextBoxID=textbox1</p>							
Show Search Window	If the 'visible' option is set to true, the Search Window is displayed.							
Show Overlay Window	If the 'visible' option is set to true, the Overlay Window is displayed.							
Show Measure Window	If the 'visible' option is set to true, the Measure/Distance Tool Window is displayed.							
Show Probe Window	If the 'visible' option is set to true, the Probe Window is displayed.							
Show Transect Window	If the 'visible' option is set to true, the Transect Window is displayed.							
Enable Tour Player	Turns the tour player on or off. Note that if a tour makes the tour player window hidden and subsequently calls pauseForInput, the user won't see the Play (continue) button and may get stuck.							